PlayStation

PAL

TechnoMage™

Return of Eternity

SUNFLOWERS
the world of entertainment

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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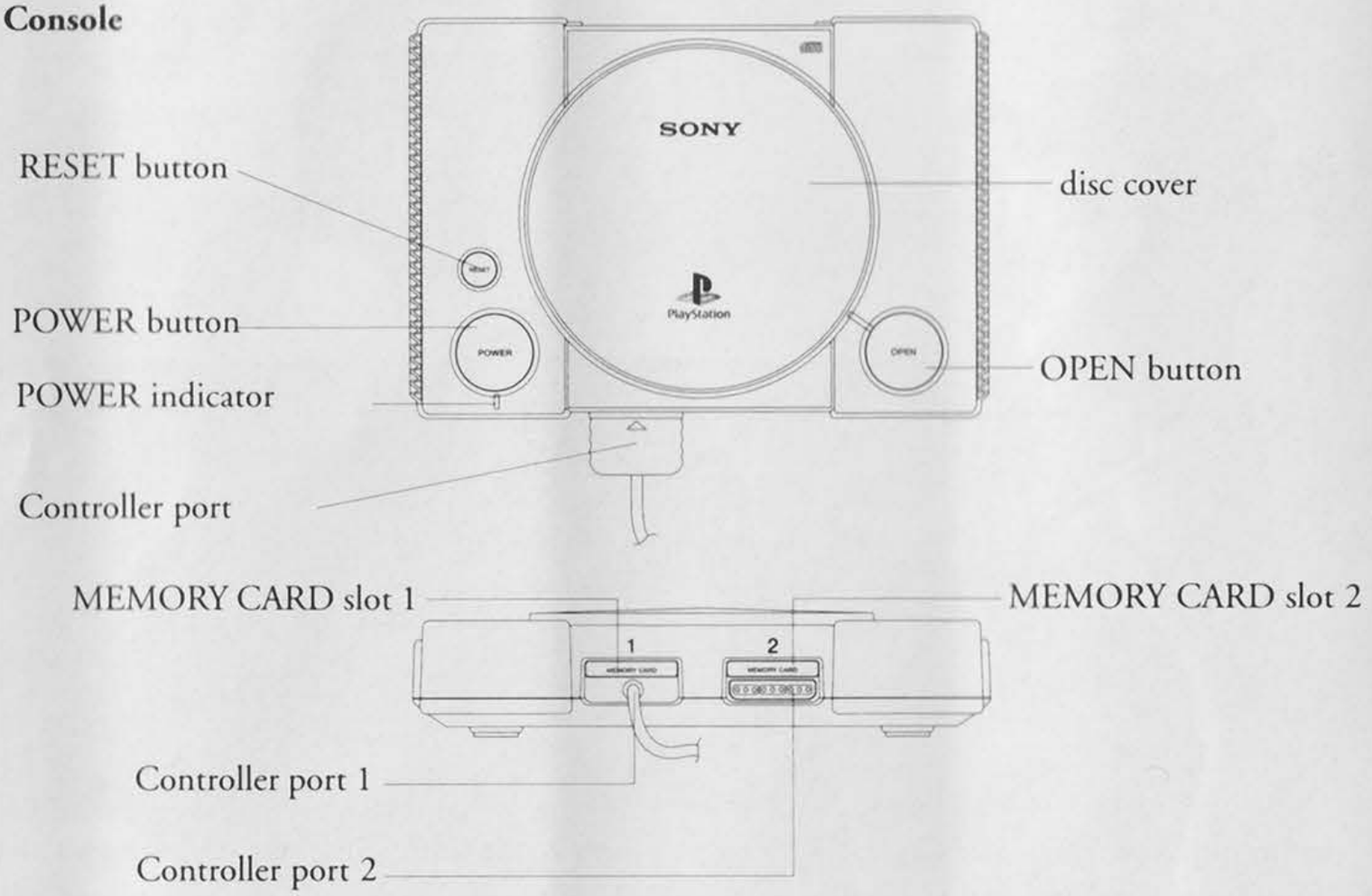
1. Using the console

Set up your console according to the instructions in the manual.
Make sure that the power supply (Power) is switched off before you insert or remove a disc. Insert the TechnoMage disc and close the disc cover. Plug in the game Controller and then switch on the console. Follow the instructions on the screen to start a game.

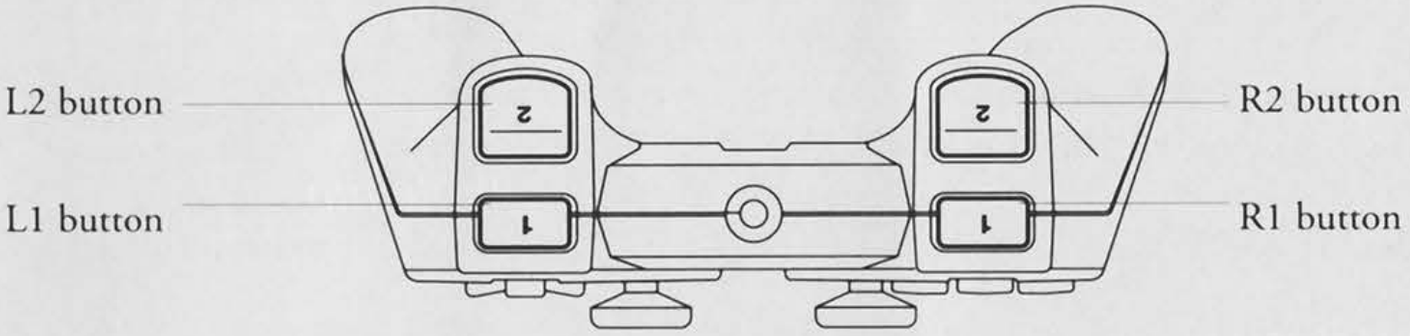
Do not insert or remove MEMORY CARD whilst the unit is in operation.

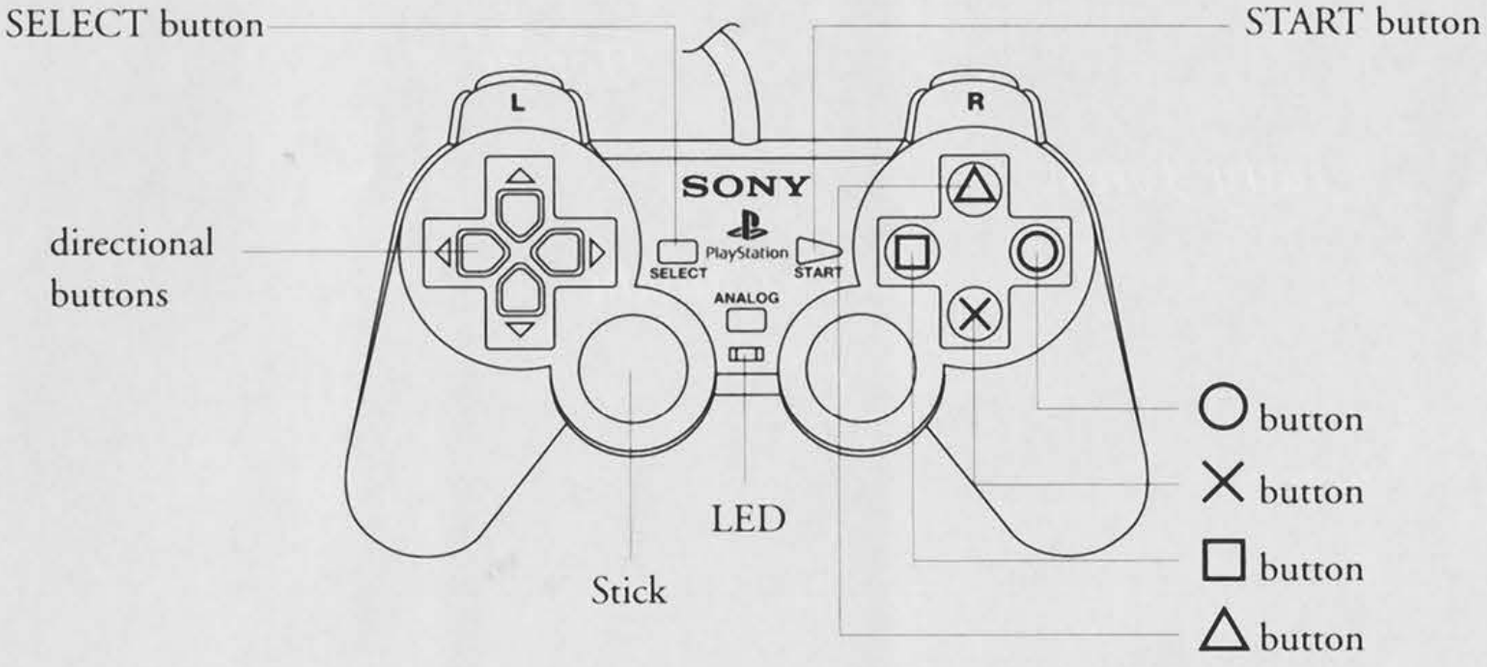
A MEMORY CARD needs to be inserted into MEMORY CARD slot 1 in order to be detected.

Console



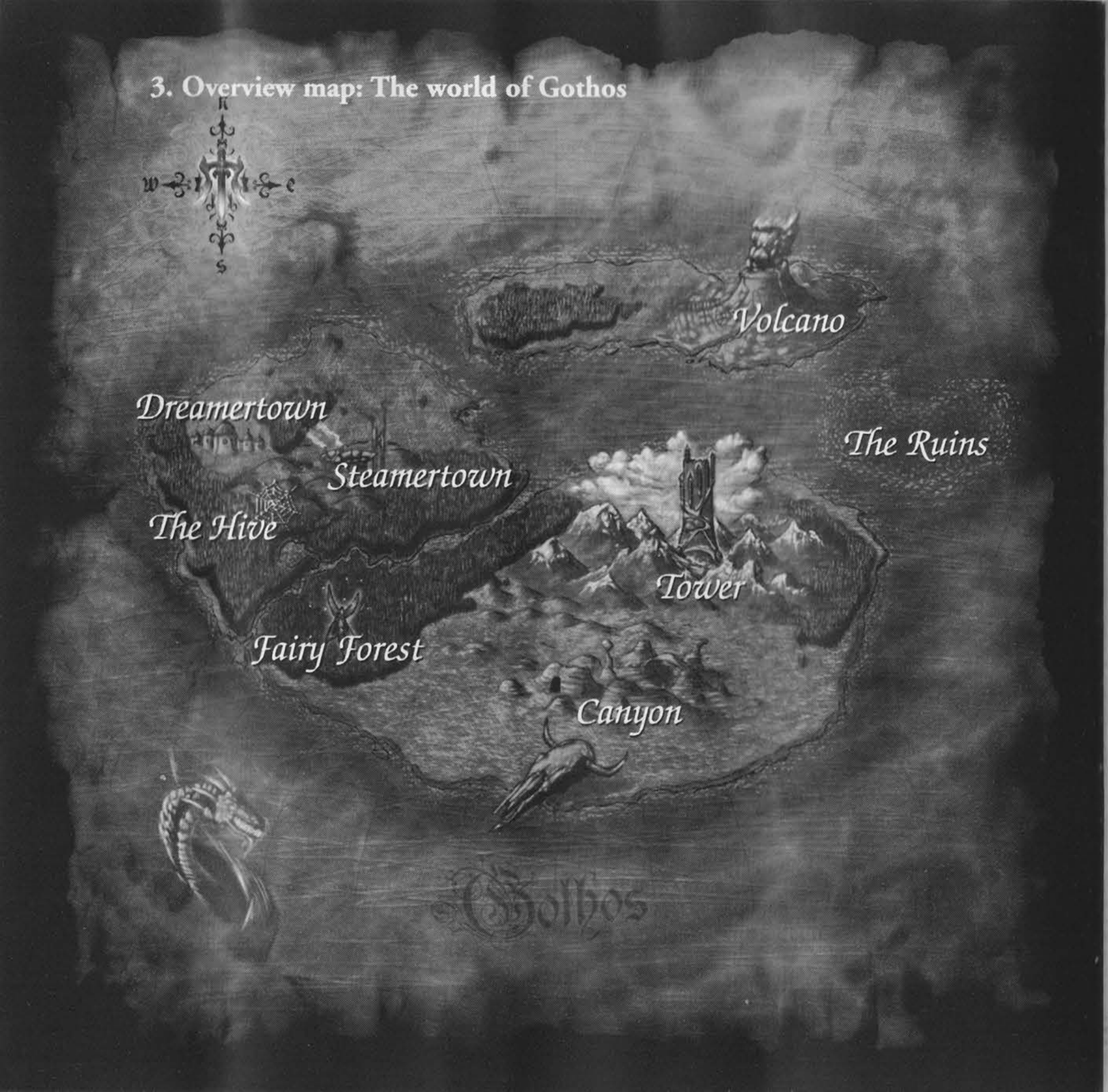
2. Using the Controller





If the Analog Controller (DUALSHOCK) is set to Analog mode (LED: Red), the left stick emulates the function of the directional buttons.

3. Overview map: The world of Gothos



Welcome to Gothos...

... a world that's full of fantasy and adventure. Because you have found your way here, you must be the chosen one of whom the ancient prophecies spoke. Take fate into your own hands and face the danger that threatens our whole world! On the way, you will have to overcome many hazards. Dark beings will stand in your way and there will be riddles to solve. You will travel through strange lands - in some you will be received with friendship; others will greet you with ridicule and mockery, while some will even try to take advantage of you. Don't be led astray though, for you alone are the one who is worthy and capable of following this path. Be watchful, trust in your talents and allow yourself to be guided by the strength that comes from deep within you. For this is your destiny...

... after all, you are the

TechnoMage !!!

Many different races populate Gothos. The first two of these you will meet, are the Dreamers and the Steamers.

5. The Dreamers

The Dreamers are slender, inquisitive creatures. Their clothes are varied and colourful, and they decorate themselves with all kinds of beautiful jewelry. Due to their magnificent appearance, they can at first sight appear somewhat arrogant.

Dreamertown, their home town lies in the west of Gothos.

The Dreamers have largely automated their day-to-day work, and have achieved this purely by the use of magic. Everything is done with magic and even the smallest task is made easier by spells, rituals or conjuration. This way of life entirely reflects the Dreamers' outlook on the world, because they despise activities that involve physical effort. However, this said, visits by the trading people, the Shach, are occasions when additional products and goods are bartered.

Dreamers regard their neighbours, the Steamers, with scepticism (though not with hostility), and they keep out of their way if at all possible.

This state of affairs stems from ancient writings, which dictate that Dreamers and Steamers must never form marital unions between them. Interestingly enough, the Steamers have similar laws…

6. The Steamers

The sturdy Steamers have a somewhat plump stature and round faces, and are usually rosy-cheeked.

They like to dress in earth-coloured clothing and mostly go about with all kinds of tools in their pockets.

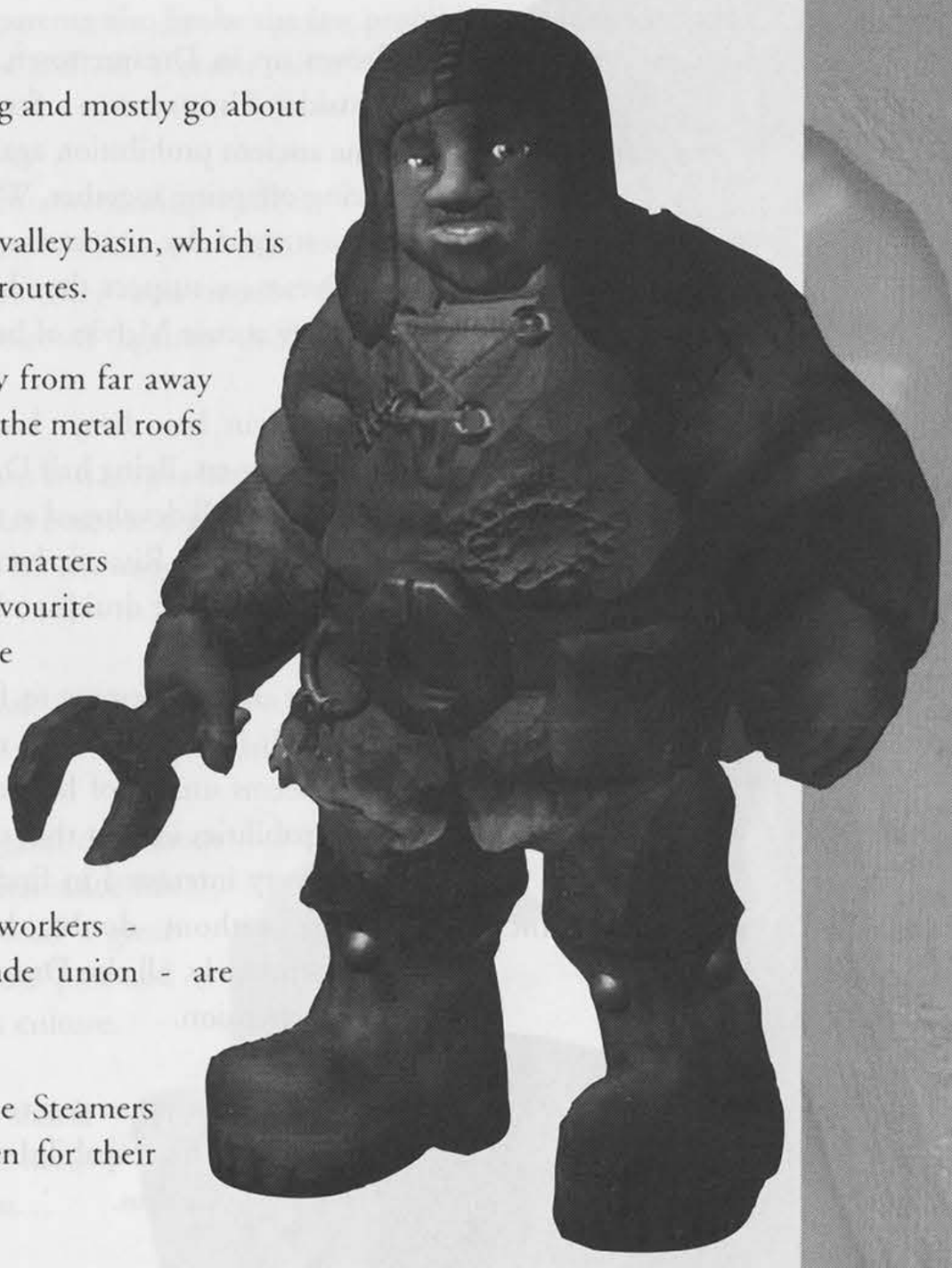
Their home, Steamertown, lies in a shallow valley basin, which is thickly forested and only accessible by two routes.

It is possible to hear the noise of machinery from far away and in fine weather, the Sun's rays reflect off the metal roofs of the town.

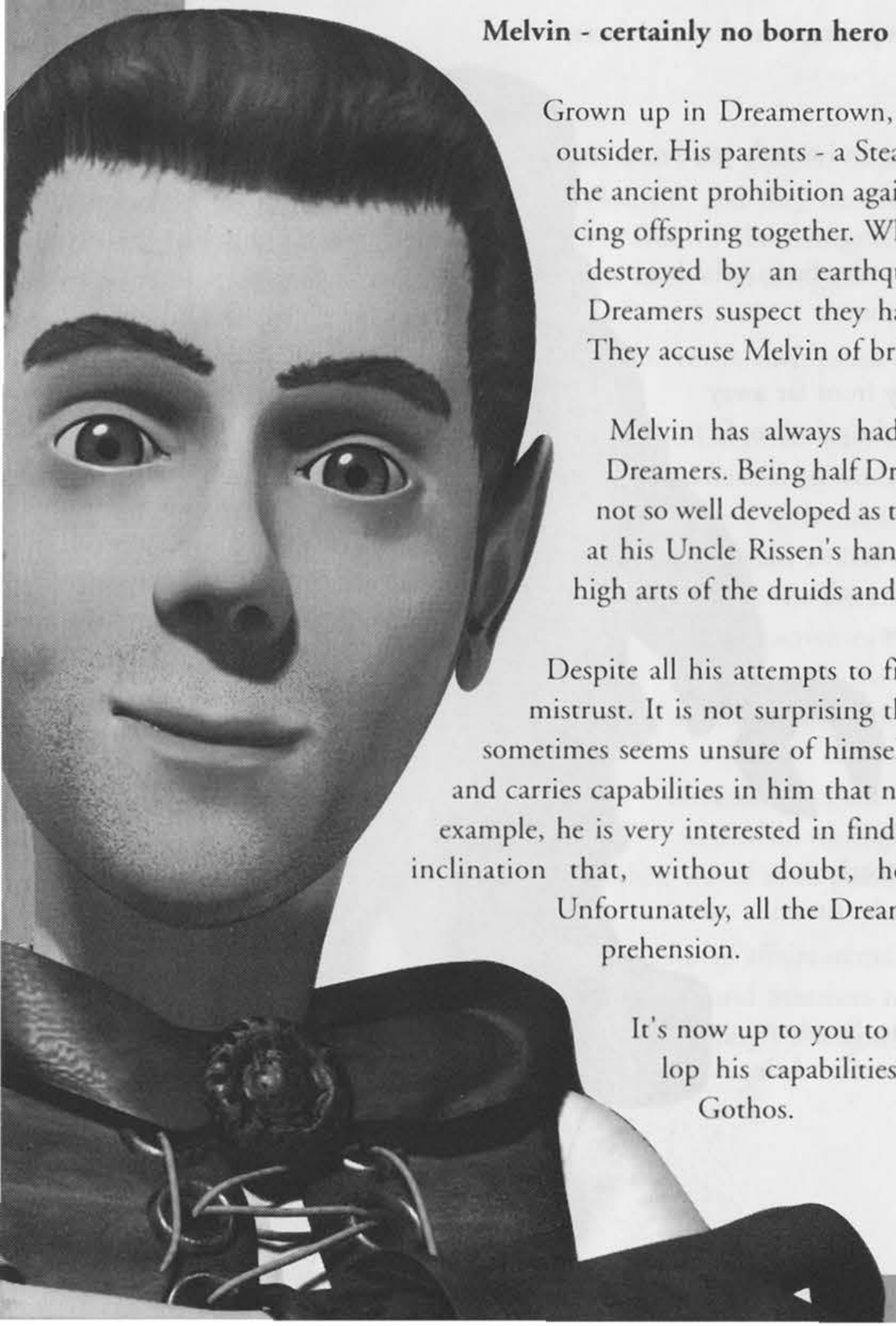
The inhabitants' great skill in technical matters makes this town of cogs and bolts a favourite destination for the Shach traders, since the goods the Steamers export are very popular throughout the whole of Gothos.

In Steamertown, a mayor elected for a term of four years ensures that the rights and obligations of the community of workers - organised, incidentally, almost like a trade union - are protected and adhered to.

Like the inhabitants of Dreamertown, the Steamers don't have much time for strangers - even for their magically gifted neighbours.



7. Melvin and Talis



Melvin - certainly no born hero

Grown up in Dreamertown, Melvin reluctantly bears the status of an outsider. His parents - a Steamer father and a Dreamer mother - broke the ancient prohibition against members of the two peoples by producing offspring together. When, one day, the Steamers' town is almost destroyed by an earthquake and is attacked by monsters, the Dreamers suspect they harbour the cause within their own midst. They accuse Melvin of bringing about the disaster.

Melvin has always had a hard time of it in the world of the Dreamers. Being half Dreamer, half Steamer, his magical powers are not so well developed as those of pure bred Dreamers. His education at his Uncle Rissen's hands is therefore aimed at teaching him the high arts of the druids and herbalists.

Despite all his attempts to fit in, the Dreamers still treat Melvin with mistrust. It is not surprising therefore that he is somewhat reserved and sometimes seems unsure of himself. But he also has a sense of being special and carries capabilities in him that no one else around him can appreciate. For example, he is very interested in finding out how mechanical things work - an inclination that, without doubt, he inherited from his Steamer father. Unfortunately, all the Dreamers regard this interest with total incomprehension.

It's now up to you to guide Melvin towards his destiny, to develop his capabilities and to avert the danger that threatens Gothos.

Talis - the woman of his dreams.

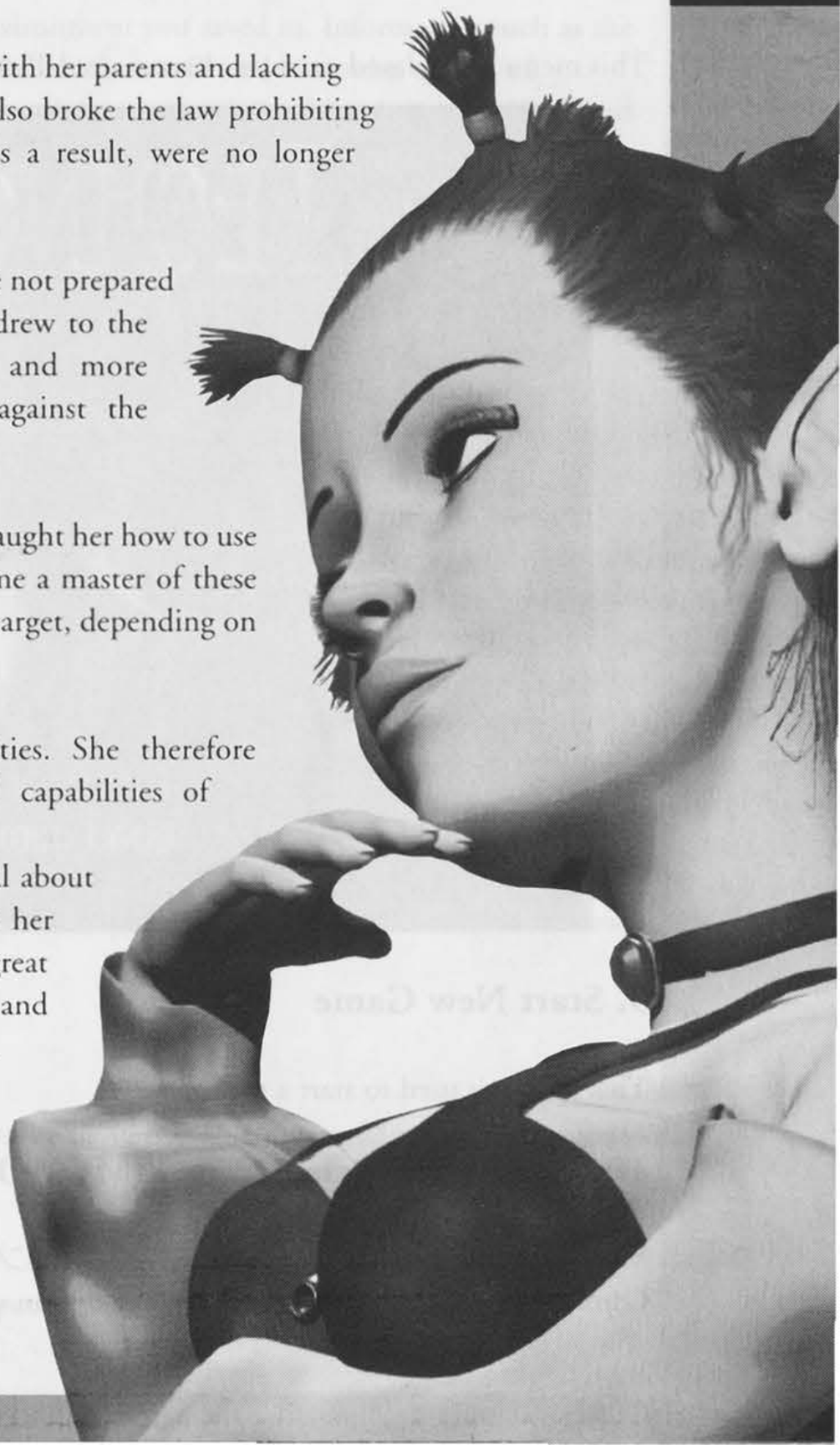
Talis lives a secluded life, having grown up alone with her parents and lacking the company of any others her age. Her parents also broke the law prohibiting unions between Dreamers and Steamers and, as a result, were no longer tolerated in their home towns.

In contrast to Melvin's parents, Talis' parents were not prepared to obey the Council of Wise Ones and so withdrew to the isolated region of the Canyon, where they and more importantly their child, would be protected against the animosity of any Dreamers or Steamers.

Nevertheless, Talis' parents took precautions and taught her how to use certain weapons, such as the sling. She has become a master of these weapons and she uses different missiles to hit her target, depending on the situation or the nature of the threat.

Talis also has highly developed mental faculties. She therefore complements the somewhat less acute mental capabilities of Melvin.
She also has an advantage in knowing a great deal about the history of the Dreamers and Steamers, since her father, an ethnologist, had occupied himself a great deal during his life with the legends of the past and the remains of an ancient and mysterious culture.

Before this beautiful young woman can stand at Melvin's side with help and advice, our hero must first find Talis, the girl of his dreams...



8. The Start menu

This menu is displayed once you have started TechnoMage.

9. Start New Game

This option is used to start a new game.

10. Load saved game record (MEMORY CARD)

Make sure that you have inserted a MEMORY CARD into MEMORY CARD slot 1.
Games are stored using the name of the world in which you saved the game.

Games are stored using the name of the world in which you saved the game. A screenshot with the name of the world and the level shows you the environment you saved in. Information such as the total playing time, the Life and Mana points and the artefacts collected is are also displayed.
You can also use this option to delete games (for more information about this, see section 23: "Load and Save").
Select the "Load" option and confirm using the ◻ button. Select the game you want to load using the directional button and press the ◻ button. Answer the question about whether you want to load that game by replying "Yes". The game will now be loaded.

11. Game menu

12. Pause / Continue Game

Open and close the Game menu using the ▷ START button.
Whenever you are in the Game menu, the game is paused.

13. Options

In this sub-menu of the Game menu you can set properties specific to the game.

14. Sound

This option is used to control the volume of the sound output in TechnoMage - that is, the volume of the sound effects.

15. Music

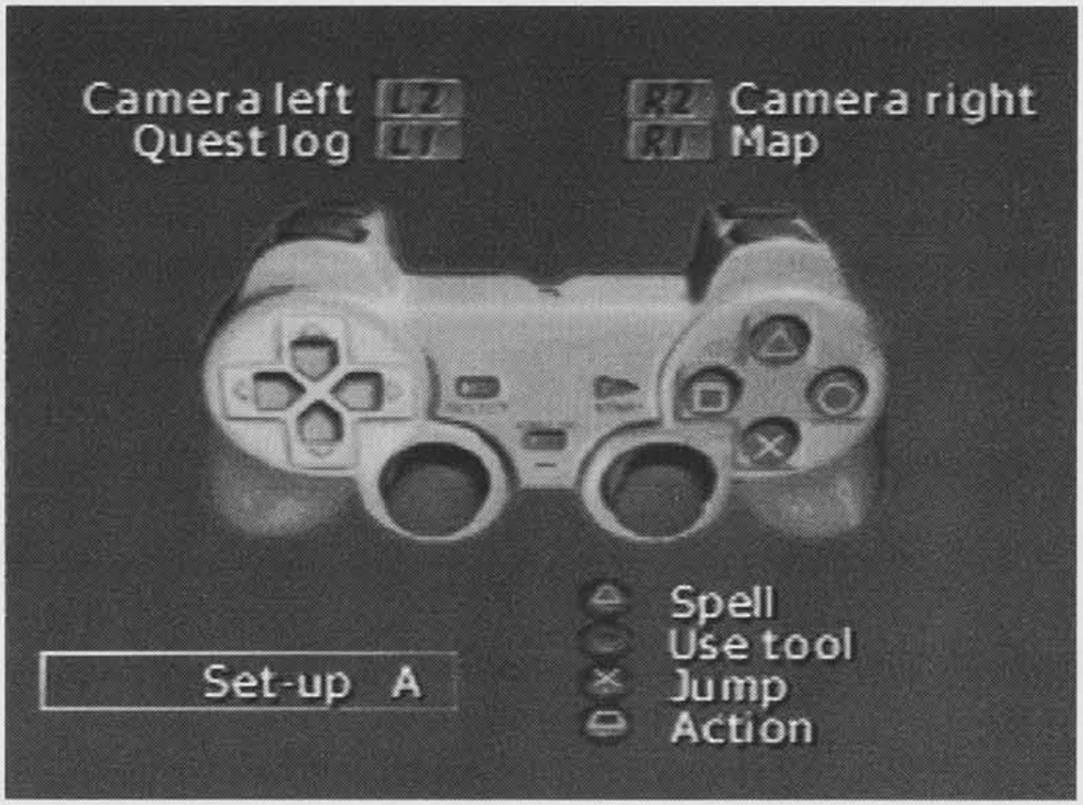
This option is used to control the volume of the background music in TechnoMage.

16. Speech

This option is used to control the volume of the speech output in TechnoMage.

17. Controller configuration

It is possible here to switch between four different Controller configurations. The bottom figure shows the default set-up. During play, you can freely rotate the camera through 360° with the L2 button and the R2 button.



18. Viewing films

You can view all the films from the game again by using the sub-menu "Show Logo Animation". The number of films depends on how far you have got within TechnoMage. To switch between the films, use the directional buttons.

19. Back to main menu

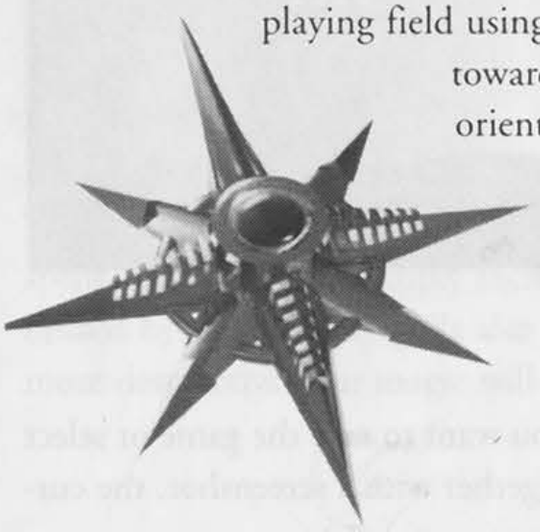
This takes you back to the main menu.

20. Character menu

This menu can be called up from within the game using the SELECT button. Here you will find important information on the status of your character. Here, you can select and use objects, go to the overview map, save your game or load another game, and many other things. A flashing box indicates what you have selected. The box can be moved using the directional buttons.

21. Overview map and compass

To open the overview map, press the R1 button, or use the map symbol in the Character menu.
In the game, you must have explored parts of a level in order to see them on the map.
If you have not yet explored a particular section of a level, then the corresponding part of the overview map remains empty (the only exception being Dreamertown).
As soon as you have fetched the compass from your uncle's cellar, it is displayed on the top of your screen. The red tip points towards North.

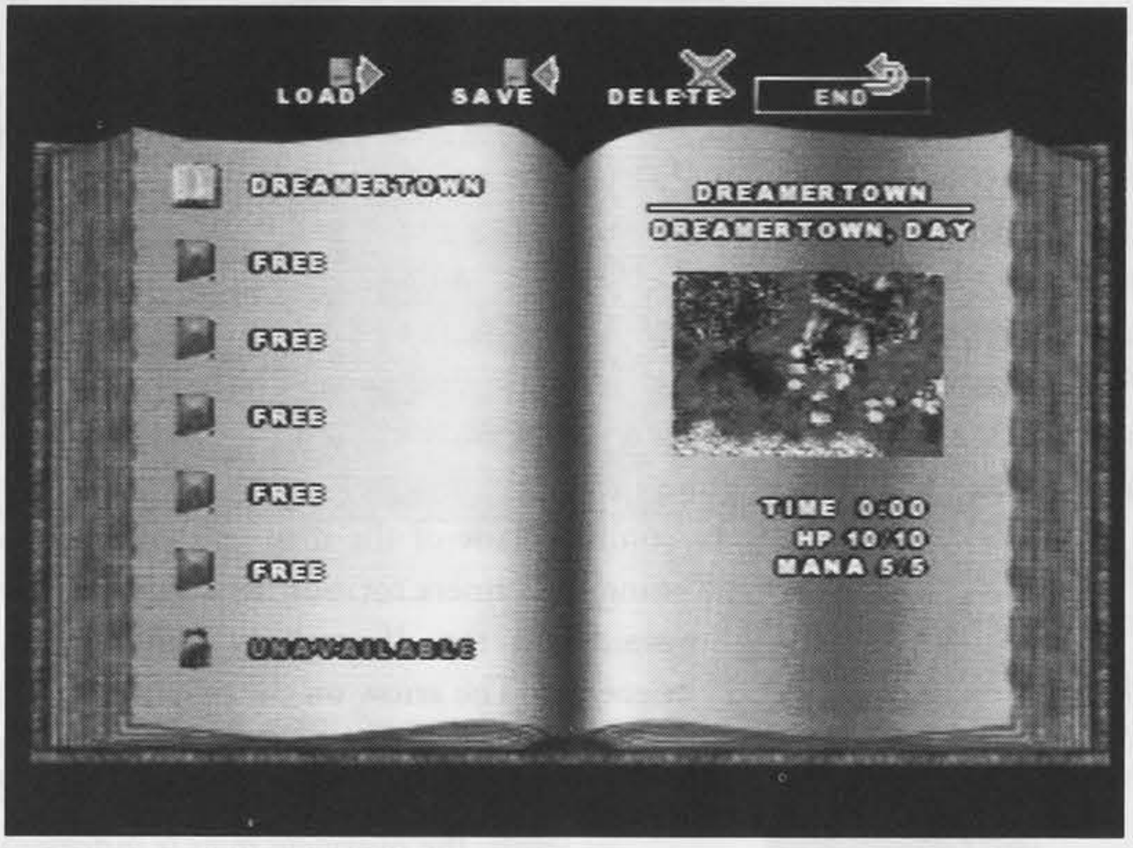


You can make combined use of the map and compass to excellent effect. Turn the playing field using the camera rotation so that the compass points with the red tip towards the top. If you now call up the map, it will be correctly orientated. The arrow on the map shows your present position and the tip of the arrow points towards the direction in which you are currently looking. In labyrinths and in the more complicated levels, the overview map is indispensable.

22. Questlog

To open and close the Questlog, press the L1 button or select the Questlog symbol (parchment) in the Character menu.
A list of tasks is shown here, and you must complete them as soon as a particular person has given them you.
Once you have successfully completed a task, it is ticked off. In this way, you have a constant overview of all the quests, both those already completed and those still to be done.

23. Load and save



Make sure that you have inserted a MEMORY CARD into MEMORY CARD slot 1 before starting the game.
Select the "Load and Save" icon in the Character menu. Here, not only can you load and save games, but you can also delete or overwrite games as required if you find that you no longer have enough memory.
There are a total of seven free MEMORY CARD blocks available for you to use.

Select the option you want to use. Then find the location where you want to save the game or select the game you want to load or delete. Each game record is saved together with a screenshot, the cur-

rrent playing time, Life and Mana display and the objects collected. After pressing the □ button you will always be asked whether you are sure you really want to complete that step. Either confirm this with "Yes" or cancel the procedure using "No".

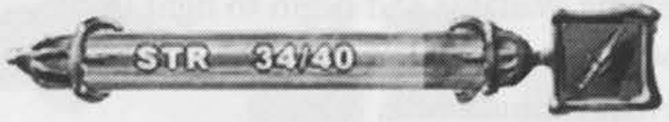
24. Character development

An essential part of TechnoMage is the development of character features, or "Attributes". Solving riddles, fighting opponents and collecting knowledge all have a direct effect on Melvin's experience. During your journey through Gothos, you will broaden your horizons making yourself stronger, more intelligent and wiser.
These values are recorded in the Character menu and can be checked at any time by pressing the SELECT button.

25. Character properties (Attributes)

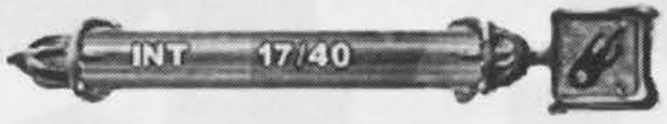
On the left of the screen there are five tubes. Each is filled with a coloured liquid, making them easy to distinguish from each other.
The first of these is the Experience tube. Its function is considered later (see section 31: "Level-Up").

26. Strength



The Strength value is directly affected by attacks with, and damage caused by a weapon.

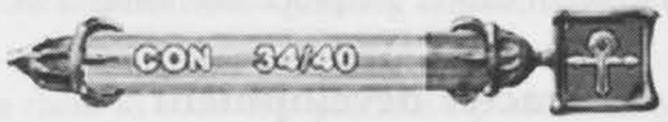
27. Intelligence



This value is indispensable for using with magic spells. As your Mana supply increases, the damage caused by your magic spells also increases. In other words, the higher your Intelligence value, the more destructive your magic will be against opponents.

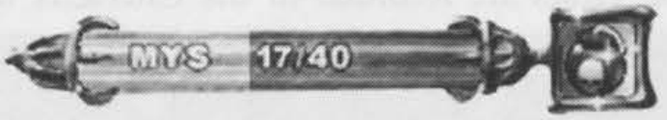
28. Constitution

The Constitution value is an indication of resistance and condition combined. As your constitution value increases, so too do your Life points (Hit points). In addition, the properties of your defence items are also enhanced.



29. Mystic ability

The Mystic ability attribute is the most unusual of your four attributes. It is derived from the qualities you have inherited - the combined qualities of the Dreamers and the Steamers. It gradually releases the special capabilities (see also section 30: "Special capabilities").



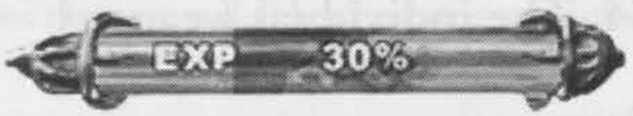
30. Special capabilities

Under the four tubes representing the levels of your attributes, there are four different symbols. These are your special capabilities. If you distribute points to your Mystic ability attribute (see section 31: "Level-up"), these capabilities also gradually become available and begin to light up.
You do not have to activate the special capabilities if they have previously been released.
One example of the special capabilities is the "Charged Attack". This gives your close combat weapons additional energy and increases their range.

31. Level-up (distributing character points)

The top tube in the Character menu is the Experience tube. The percentage value there represents the current level of the Experience you have gathered. The tube fills up as you fight opponents, solve riddles or collect valuable information. When it reaches 100%, your character moves up one stage, meaning that you can increase the values of your attributes by distributing Experience points

among the four tubes. To do this, you need to select the attribute you want to increase by using the directional buttons. Now, using the left and right directional button, you can add or subtract points (subtraction of character points is only possible with points gained during the same upgrading process!). With every allocation of points, the Experience level falls until the tube is empty. If you are happy with the distribution, confirm it by pressing the SELECT button.



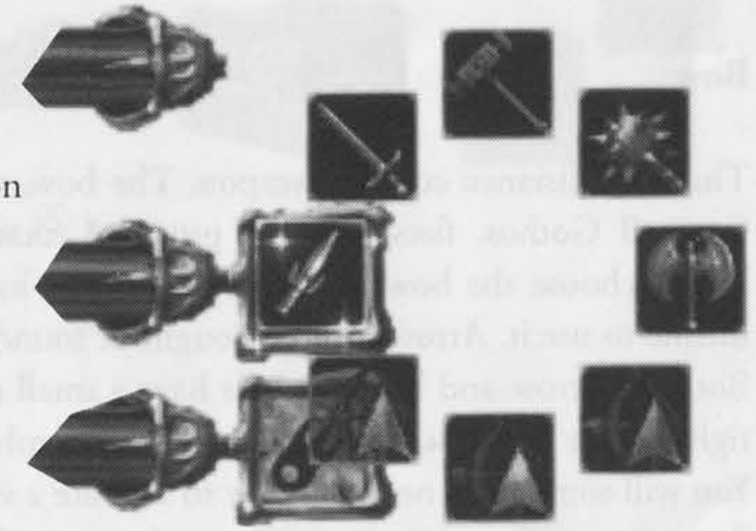
If you distribute points to the attributes "Intelligence" and "Constitution", then above the Life and Mana displays, the values that are added to these after confirmation are displayed (see section 46: "Life and Mana displays").

32. Weapons

In TechnoMage there are many opponents you have to fight. One way of doing so is by using weapons.

33. Using weapons

In the Character menu, select the Weapon option (next to the Strength tube). Using the □ button, you will activate a circular menu, which displays all the available weapons. Select the weapon you wish to use by using the directional buttons to cycle through the weapon selection. When your preferred weapon is being displayed in the weapon window next to the Strength tube, press the □ button to confirm your choice. Now when you close the Character menu using the SELECT button, Melvin can use the selected weapon.



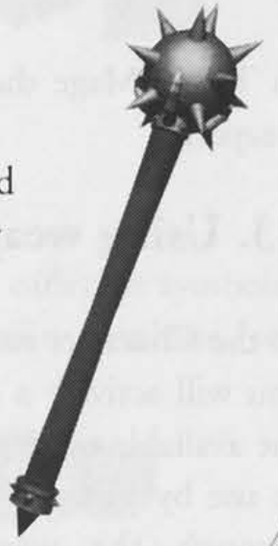
34. The individual weapons

Dagger

The dagger is your first weapon. It is simple and quick to use, but it has the disadvantage that both its reach and the damage it inflicts are relatively small.

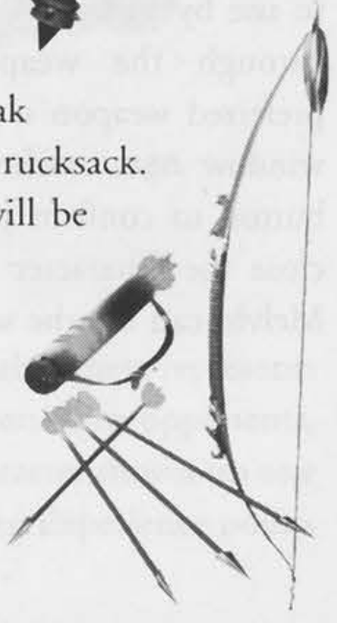
Sword

Longer and broader than the dagger, this weapon instils fear and dread in monsters from all over Gothos. The sword cannot be used as quickly as the dagger when attacking, but it has a greater reach and causes greater injury.



War mace

The war mace consists of a wooden shaft and a ball made of solid steel and covered with metal spikes. The ball is firmly attached to the shaft. One blow from it causes enormous damage.
Mind that it takes a moment for you to collect your strength for a blow and use the weapon again. Take care, therefore, when attacking!



Bow

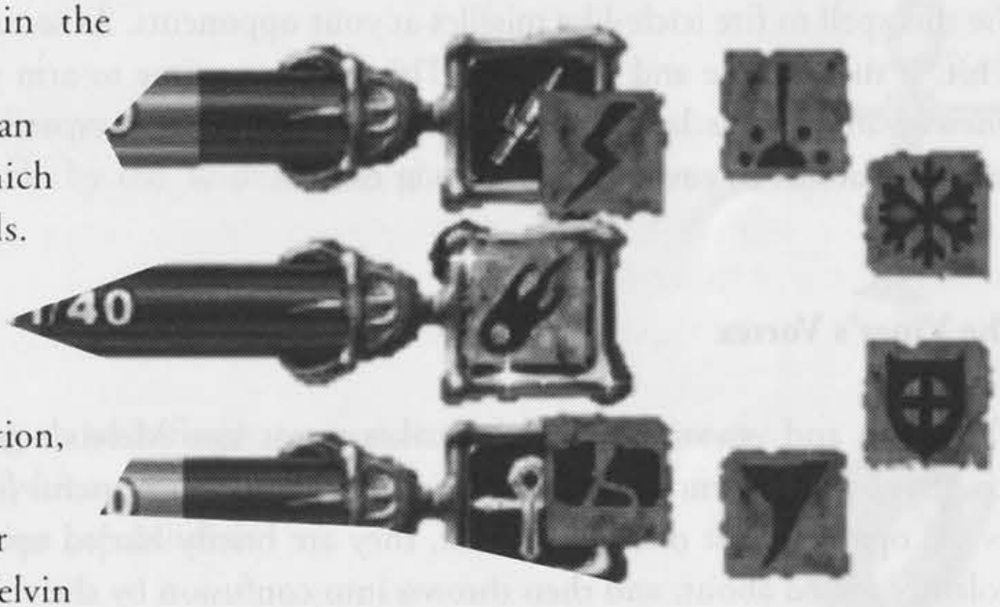
The long-distance combat weapon. The bow, which is made of the finest oak from all Gothos, fires arrows - provided, that is, you have some in your rucksack. If you choose the bow as your weapon and have no arrows to hand, you will be unable to use it. Arrows can be bought or found in Gothos.
Both the arrow and bow symbols have a small number displayed in the top right corner of the screen. This shows the number of arrows remaining.
You will sometimes need the bow to activate a switch.
Be sparing with your ammunition and aim carefully when you make use of the bow.

During the course of the game, there will be other weapons that you will either find or that you can win by fulfilling certain tasks. So keep your eyes and ears open!

35. Magic spells

As you have the ability to speak magic spells, you can unleash a spectacular display of magical power. Sometimes, a conventional weapon is just not sufficient to defend yourself against an enemy. This is where magic can help. But never forget that spells cost Mana. The higher your intelligence value is, the more destructive your magic spells will be.

36. Using magic spells



Select the Magic Spells field in the Character menu.
By pressing the □ button, you can activate a circular menu, which displays all the available spells.
Move onto the spell you wish to use by pressing the directional buttons.
When you have made your selection, press the □ button again.
If you now close the Character menu with the SELECT button, Melvin can be made to use the selected spell by pressing the △ button.

37. The individual magic spells

The Fireball

Need something hot? The fireball is part of the standard equipment of a good magician. This is the first of numerous spells you can make use of in TechnoMage. When you speak this spell, you hurl a glowing ball of magic fire. It is sometimes needed to light candles or torches.

The Ice Claw

Use this spell to fire icicle-like missiles at your opponents. As soon as an enemy is hit, it turns to ice and is injured. This gives you time to arm yourself for a renewed attack. The Ice Claw is ideally suited to defence, especially when you are under attack by several opponents at once.

The Viper's Vortex

This green and venomous tornado strikes terror into Melvin's enemies. Face your opponent when using this magic. It is particularly useful for damaging several opponents at once. When hit, they are briefly hurled up into the air, violently tossed about, and then thrown into confusion by the venom.

Other magic spells await you. Find them and try them out!

38. Defence items

You can track down these talismans, amulets and particularly valuable articles of clothing during your travels through Gothos. They all have one thing in common, and that is that they protect you or change your character in a positive way when you activate them.

39. Using defence items

In the Character menu, select the Defence item field. Using the ◻ button, you can activate a circular menu, which shows you all the available defence items. Move to the item that you wish to use by pressing the directional buttons and press the ◻ button again. If you now close the Character menu using the SELECT button, the selected item becomes active.

40. The individual defence items

The Ankh Amulet

Your senses become more acute when you wear this pendant attached to a chain. You will also be able to detect attacks by the 'undead' and ghosts sooner than you would normally have done.

The Ring of Life

If you put this richly decorated ring on your finger, a warm stream of pulsing energy flows through you and reduces your susceptibility to poisons. The power of the ring also accelerates your regeneration capabilities.

Chain-Mail

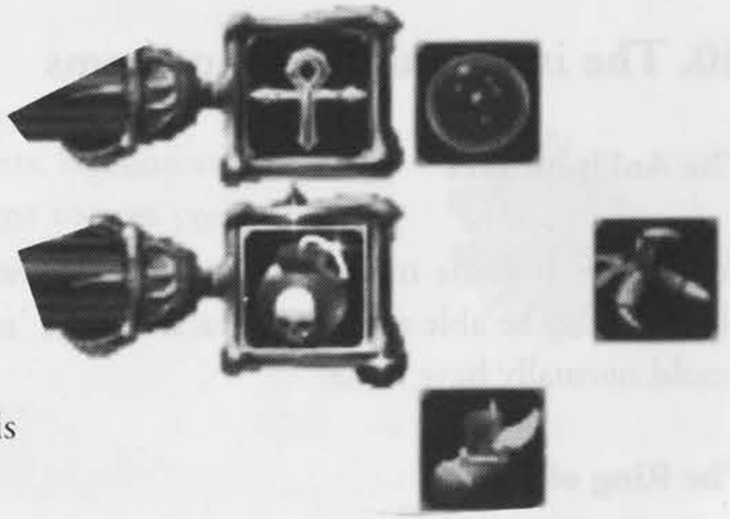
The chain-mail shirt is made of row upon row of steel chains fixed together, with a thin layer of leather underneath it to protect your body when you wear it. It offers great protection against stabbing weapons.

You can also find other defence items - so get hunting!

41. Tools

The various objects included in this menu are indispensable if you are going to survive your journey in one piece. They have a special significance in relation to the other character items, because at certain points in the game, you have to use them to get any further. However, please note that all these tools are only available for a limited time and then cannot be activated again for a while. The amount of time you have available to you will be displayed in a stopwatch display in the Tools field.

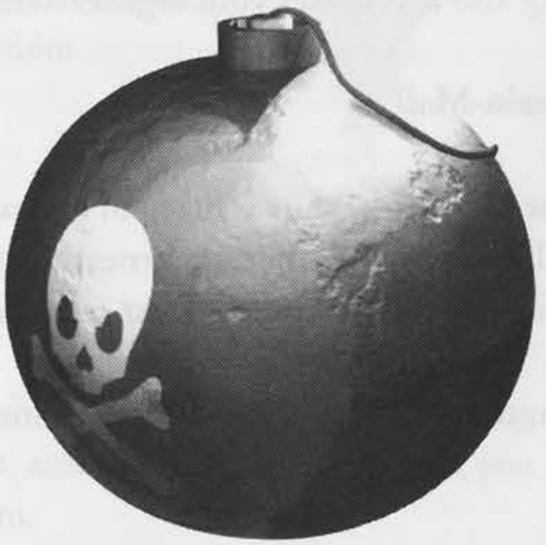
42. Using tools



In the Character menu, select the Tools field. Activate the circular menu using the □ button to display all the available tools. Move onto the item you wish to use by pressing the directional buttons. When you have made your selection, press the □ button again. If you now close the Character menu using the SELECT button, the tool is selected. To use the tool, press the ○ button.

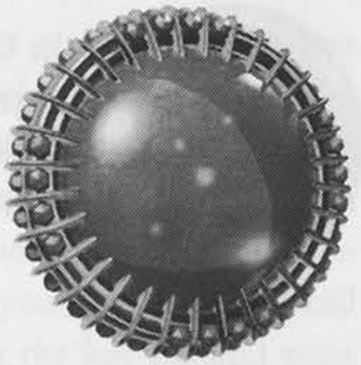
43. The individual tools

The bomb



Using this hellish little device, you can blow up certain rock walls, gates and doors that are identified in the game as "Bomb Walls". As soon as you have laid a bomb with the ○ button, you will have to clear the area fast, otherwise the explosion will hit you as well.

Radar



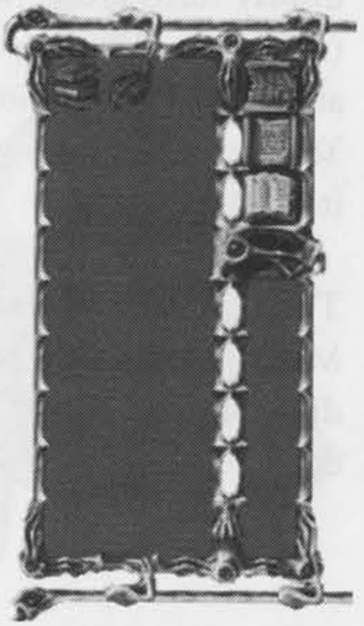
This device appears at the bottom of the screen on the right side when you activate it with the ◎ button.
Red symbols stand for opponents and blue ones for special objects. This is very useful for gaining information about opponents who are in your vicinity, but not in your range of vision, yet.

Boots of Speed

If you put this footwear on, for a short time you will be able to move faster than normal.
They are very useful for escaping from opponents or leaping, at the last second, through doors that are about to close.

Aside from these three tools, there is another item waiting for you. So keep your eyes open!

44. The inventory (your rucksack)



When you open your Character menu using the SELECT button, you will see a large field on the right-hand side. This is your inventory - or in other words, your rucksack.
All the usable items and quest objects are gathered and listed here. (See section 47: "Objects").
To exchange and arrange the items in your rucksack, you must first select the item by pressing the ◎ button.
Now select the field into which the new item should be placed, using the directional buttons. Then press the ◎ button again.

45. Gold coins

In Gothos, as elsewhere, this precious metal is much sought after and is used as a general means of payment. The gold coin symbol in the top corner of your screen shows how much gold you currently have.
You can buy goods of all kinds and information with gold.

46. Life and Mana displays

The two test tubes in the bottom left corner display the present levels of your Life and Mana points.

The Life tube is filled with red liquid.
If you suffer any kind of injury, for example in a fight, the level in the tube begins to go down. Should the tube become empty, your character will die.
There are certain opponents that attack by poisoning you. If you have been poisoned, then the Life display turns green. When the effect of the poison has reduced, the Life display returns to normal (red) again. You can increase your Life points by distributing points during a "Level-up" to the attribute "Constitution".
You can also top up your Life gauge again by using potions (see also section 48: "Usable items").

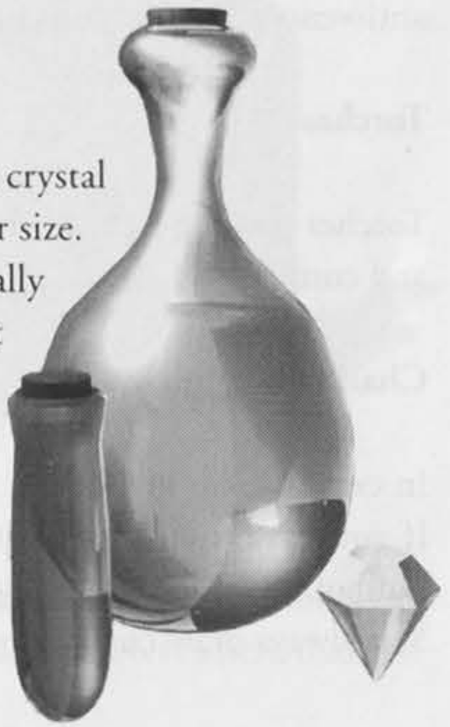
The test-tube with the blue liquid is your Mana display.
Mana is the magic power you need in order to use magic spells. Every spell uses up a different amount of Mana. You can increase your Mana supply by distributing points during a "Level-up" to the attribute "Intelligence".

47. Objects

"Objects" includes all the things that Melvin can find in Gothos. All objects can be used in some way or another and, after being picked up, are included in your character's rucksack (see also section 44: "Inventory"). A distinction is made in TechnoMage between objects that can be found or bought anywhere, those that you must apply to make use of them, and objects that "use themselves" in a particular situation. For example, you must specifically select a potion in your Character menu in order to use it. If, however, you have in your possession a key that fits a lock, you do not have to call up the key in the Character menu first. Stand in front of the door in which the key fits and press the ☐ button. The door will open automatically.

48. Usable items

This is the name given to objects that can either be found in all of Gothos, or may be sold by Shach traders. Here are just a few:



Healing potions

Healing potions come in different sizes, starting from the small healing crystal through to the large healing potion. Their effect varies according to their size. If you take up a small healing crystal, a few Life points are automatically added to your Life display. To use a potion, you must select the relevant potion in the Character menu in your rucksack and then confirm the selection with the ☐ button.

Magic potions

Different sizes of magic potion can be found or bought. If you collect a small Mana crystal, a few Mana points are added to your Mana display. To use a magic potion, you need to select the relevant potion in the Character menu in your rucksack and then confirm your choice with the ☐ button.

Combined potions

These are potions with combined or dual effects.
In other words, they add both Life and Mana points to your displays.
Combined potions are available in three sizes: combined crystal, small combined potion and large combined potion.

Anti-venom elixir

Use the elixir if you have been poisoned. The elixir halves the venom's effect when taken.
Open the Character menu and select the anti-venom elixir in your rucksack. Confirm the selection with the □ button.

Anti-venom herb

This herb neutralises every type of poison in your blood. Open the Character menu and select the anti-venom herb in your rucksack. Confirm the selection with the □ button.

Torches

Torches provide light in the dark. Activate the torches in your Character menu by selecting them and confirm the choice by pressing the □ button.

Chalk

In certain areas in Gothos, it is possible to get lost.
If you have some chalk with you, you can mark the way. To place a chalk arrow, select the chalk symbol in the Character menu and confirm the selection with the □ button.
You always draw chalk arrows in the direction in which Melvin is facing.

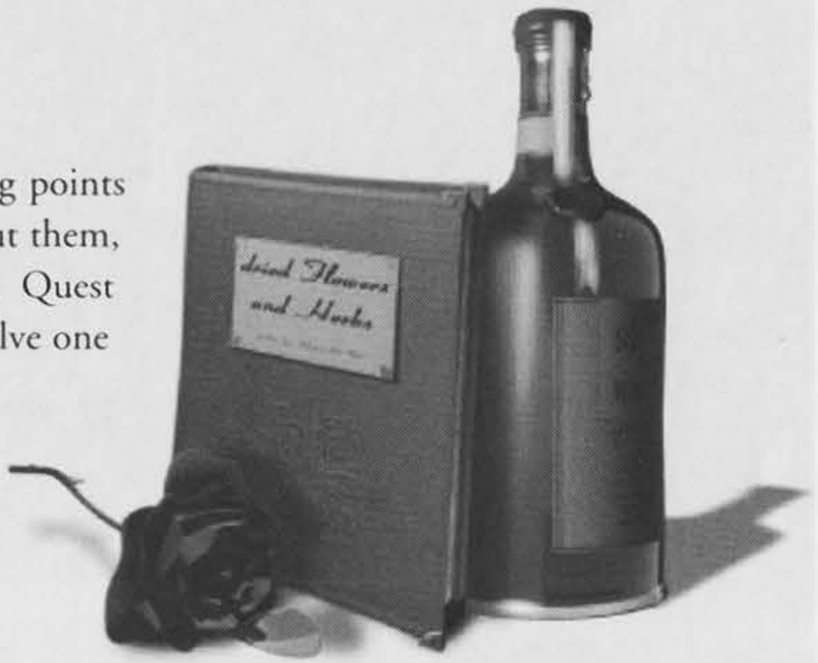
Keys

In order to open locked gates and doors, keys are needed. They are available in various types and materials. If you want to open an iron lock, you will need an iron key, while a copper lock requires a copper key, etc. If you have a key in your rucksack, simply stand in front of the door to be opened and press the ◻ button.

Arrows

Ammunition for your bow. If you want to know how many arrows you have, look in your inventory (rucksack). A number in the top right corner of the screen with the arrow symbol shows the number of arrows remaining. If you fire arrows, these are automatically subtracted from the total quantity. Arrows are available in various types.

49. Quest objects



Many of the objects in TechnoMage are turning points or marker points for tasks and missions. Without them, you will not be able to achieve certain goals. Quest objects are usually unique and can be used to solve one particular task only. Examples of these are Mrs. Sengarn's rose, the bottle of wine for the innkeeper Hernt, or the books for Libarius, the librarian in Dreamertown.

50. The trading system

Gothos has a well-established trading system, and the people known as the Shach are the most important players within this system it. These wily traders transport produce and goods throughout the world and provide for lively economic activity. You can find them almost everywhere that fate takes you.

Using the trading system, you can buy or sell a variety of goods. On the left side of the screen, the objects you can buy are listed. Select the object you wish to buy using the directional buttons. In the text field, the price of the relevant item is displayed.

If you confirm by pressing the □ button, the amount is subtracted from your gold reserve, and the object is added to the other items in your rucksack. If you wish to sell something, select the relevant item in your rucksack with the directional buttons.

In the text field, the amount of gold the dealer would give you for it is displayed. If you are happy with this transaction, confirm it by pressing the □ button.

If an item is struck through with a red cross, this means either that it cannot be sold (e.g. quest objects) or that the trader is not interested in this deal. You can leave the trading system by pressing the SELECT button.

51. The eight worlds

Gothos covers eight different worlds. This section includes information about their geographical positions, their inhabitants and a small selection of typical monsters in the respective regions. Some areas are relatively unexplored and very little historical information exists about them.

52. Dreamertown

This town is situated in the northwest of Gothos. Its inhabitants are known as Dreamers, and they perform all their work by means of their magic powers.
The very idea of physical work disgusts them.
They regard their neighbours, the Steamers, with scepticism (though not with hostility), but they keep out of their way if at all possible. This state of affairs comes from ancient traditional writings, which dictate that Dreamers and Steamers must never form marital unions between them. (Interestingly enough, the Steamers have similar laws...)

Opponents: Rats

These small pests usually appear in hordes. They are very quick and attack with their sharp gnawing teeth. In Dreamertown, the rat infestation has recently become a genuine plague.
It seems as though a huge rat monster controls the creatures. If only this fiend could be destroyed, the vermin problem could also be dealt with...

End-opponent: The mother rat

The leader of the rats in Dreamertown is the first end-opponent that awaits you. Although she appears at first to be sluggish and overfed, the mother rat is actually very agile and can move her bulk forwards at lightning speed when attacking.

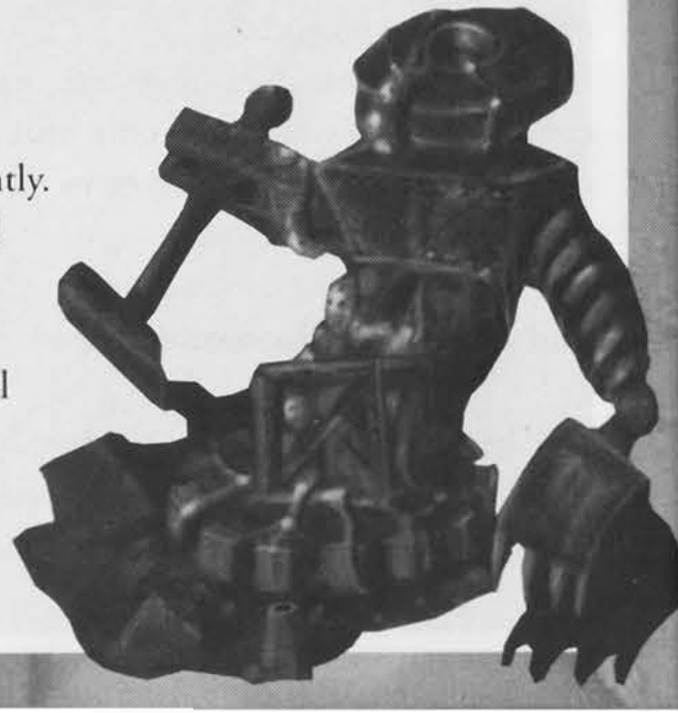
53. Steamertown

Steamertown is in the northeast of Gothos. Lying nestled in a small bowl-shaped valley, it can only be reached by two routes. The Steamers are a people very skilled in working with their hands. They work hard to earn their living. The town is divided up into a living quarter and the industrial area, called Steamer Park.
There is also a mine, where the valuable Zantium ore is recovered.
The inn, "The Steaming Horse" offers fine food every day.

Opponent: Hulax

The Hulax is an evil ghost that feeds on the fears of living beings.
Once it has sufficiently weakened its victim psychologically, it attempts to take possession of him or her.
These demons often haunt graveyards and deserted ruins.
Their means of attack is simple but effective: they move invisibly around their victim and only materialise just before reaching the unfortunate individual. In this way, its victim is put into a state of shock, a state which the Hulax takes advantage of to take possession of the person's body.
The souls of the dead are awakened by the aura of a Hulax and float about until the demon itself is destroyed.

End-opponent: The scrapyard monster



Something strange has been happening in the scrapyard recently.
An evil power has taken possession of the waste and scrap, and formed a monster out of rust, steel and machine parts.
The scrapyard monster is as big as a house, has two movable arms, with a huge blacksmith's hammer and a bulldozer shovel for hands.
It attacks by throwing pieces of scrap at you and lashes out with its terrifying hands.

Luckily, this monstrosity is firmly fixed to the ground and cannot leave the scrapyard.
At night, when all is quiet over the rooftops of Steamertown, the squeaking and scraping of the incredible monster can be heard.

54. The Hive

The Hive is a far-reaching intricate tunnel system of labyrinthine passages and caverns.
This underground terrain teems with countless beings that hardly a surface-dweller has ever seen.
The Hive extends from the far west to reach almost as far as the Fairy Forest.
Long tunnels connect dome-shaped halls in which mushrooms and all kinds of strange plants grow.
Phosphorescent mosses and lichens emit a shimmering green half-light, and the constant dripping of water echoes through the ghostly chambers.
Passing through the cave complex, one reaches the catacombs, built by an ancient and forgotten civilisation.
The dungeon-like rock passages are partly decorated with ornaments covered with gold leaf, while candlesticks coated with spiders' webs glitter in dark corners and valuable books full of unimaginable knowledge rot away on worm-eaten shelves.
It is, in short, a real Mecca for all adventurers out to find old treasures and valuable artefacts.
Though that, of course, is not without its own dangers...

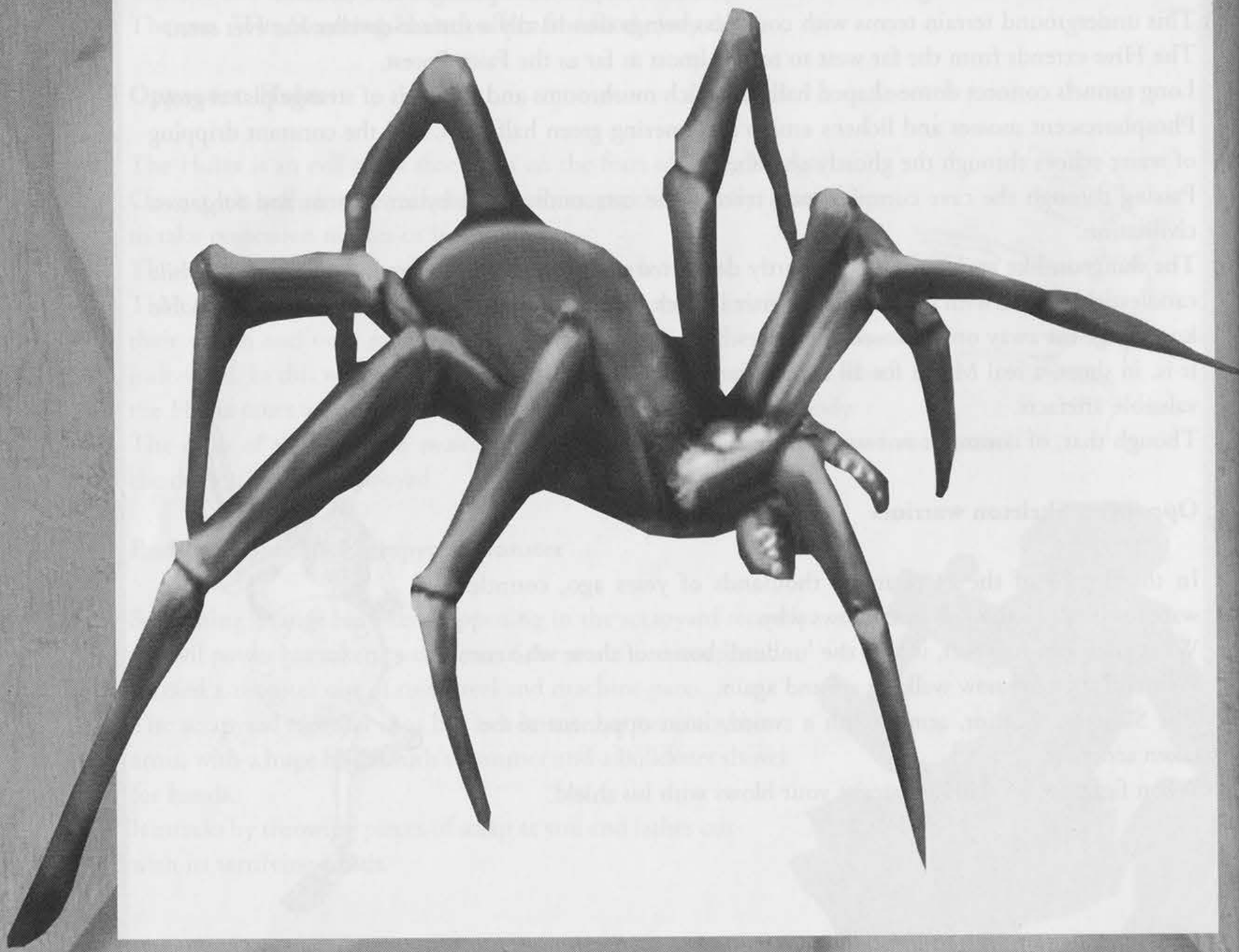
Opponent: Skeleton warriors

In the depths of the Hive many thousands of years ago, countless warriors died. To date no one knows why.
What is known however, is that the 'undead' bones of those who met their end then are now walking around again.
The Skeleton Warrior, armed with a sword, is an opponent to be taken seriously.
When fighting, he skilfully parries your blows with his shield.

End-opponent: The Giant Spider

Those who suffer from arachnophobia should beware. This eight-legged creature lives in the catacombs built by a long-forgotten culture and she fiercely defends her territory against anyone trying to cross through it.

Incidentally, you will have to get past the Giant Spider if you want to save Gothos…



55. The Fairy Forest

An enormous forest region divides the continent that is Gothos into two parts. This forest is the fantastic realm of the druids, trolls and some enchanting but very playful fairies.
This is where the four Mistresses of the Seasons rule, wise and good-natured creatures who concern themselves with the interests of the forest dwellers.

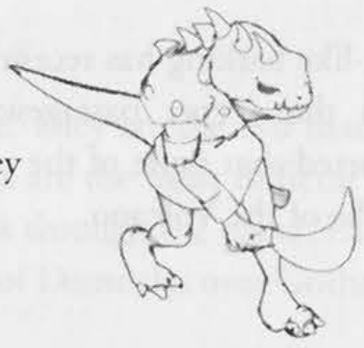
Troll riders

In the Fairy Forest, there are innumerable dangerous opponents. The trolls on their gigantic beasts, the Gogors, are among the most deadly. The leaders of the troll tribes long ago realised the potential of these good-natured beasts. Now they raise the Gogors from an early age to serve as a sort of mad fighting machines that trample and stamp on everything that gets in their way. If you succeed in bringing down one of these vast creatures, the troll rider jumps off and launches a vigorous attack with his spear.

56. The Canyon

This craggy and barren region is located in the southern part of Gothos. The bizarre rock formations and deep gorges conceal many caves and passageways. No civilised beings live in this landscape.
Only the Shach stay here now and only then to search for valuable items, that could be sold.
If their claims are to be believed, there is an ancient mine system deep in the Canyon, but who could have created it?

Opponent: Lizard warriors



According to the Shach, these monsters attack very readily and are dangerous. They fight with curved swords and throwing knives, and they show no mercy when it comes to driving strangers out of their territory.

57. The Tower

Very little is known about this strange building. It seems as though once, long ago, it was an outpost of an extremely advanced race of beings.
It is said that the Tower magically attracts adventurers and treasure-hunters. However, to date no one who has gone in search of the mysterious structure has returned...

Opponent: Yeti

A group of Shach traders on a journey once encountered an enormous hairy creature. They found it on the frozen north coast and thought it would fetch them quite a sum of gold if they could sell it to an interested customer.
When, half a year later, another group of Shach discovered what remained of their people, the few scattered bones and a large shattered wooden cage bore witness to a desperate struggle.

58. The Volcano

This is the home of the Shach people. The Volcano lies on an island in the furthest north eastern part of Gothos. Even though it is regarded as extinct, a pleasant warmth still fills its interior. Today, the Shach have their living accommodation in the extensive cave systems within. Where liquid magma once flowed there are now furnished rooms, and in the very deepest caverns, the Shach store their treasure, brought together from countless journeys and forays.

Opponent: Rapid

Dog-like barking has recently been heard in the Shach caves, coming from the deeper passageways. However, the noise is so horribly distorted that none of the traders has since dared to venture into the depths of the Volcano.

59. The Ruins

This is a site steeped in sagas and legends. Some say it doesn't even exist, while others claim that whoever finds the ruins of Gothos will hold immeasurable power in his hands...

Opponent:

No information has been handed down.

60. Opponents

There are two types of opponent in TechnoMage. You will meet the first of these, the level-specific opponents, throughout your entire journey. However, the second type, "end-opponents", appear only once in each of the worlds of Gothos. These end-opponents must be defeated in order for you to be able to continue with the game.

61. Level-specific opponents

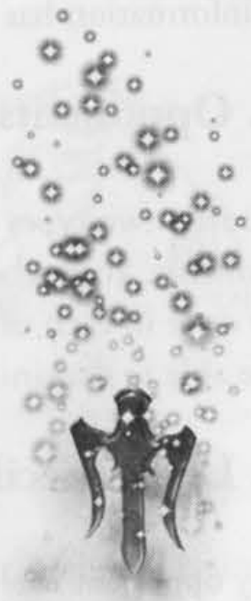
Every opponent Melvin has to face is different. While some of them are susceptible to certain magic spells, other enemies can only be fought with particular weapons. Find out how you can defeat an opponent by trying out various attack strategies and by combining magic with weapons. Never forget that some monsters can poison you, and that you are not the only one to possess magical powers. The mightier your opponents are, the more experience you gain from each battle you win against them.

62. End-opponents

What is the importance of end-opponents?
Each of these powerful beings marks an important milestone in the game. They are the evil that is terrorising the worlds of Gothos and you must face them. End-opponents are the most difficult of the opponents in the game and their power grows the further you progress through the game. Each of these enemies is partly responsible for the evil that hangs like the Sword of Damocles over Gothos.

The test-tube with the turquoise-coloured liquid on the right-hand side of the screen represents the end-opponent's life energy.
Saving is not allowed during an end-opponent battle.
End-opponents are immune to certain types of attack.
Every end-opponent can be defeated in a very particular way only.

63. Re-spawn points



Gothos is a treacherous place, and it can happen all too suddenly that death overcomes you. But dying during the game is not necessarily a total disaster. In order to deal with this very problem, there are re-spawn points (disguised in the form of silver runes), that are distributed throughout Gothos. These re-spawn points have to be activated, which can be done by walking towards a rune, or by passing through it. If you die resulting from an accident brought about by your physical surroundings – that is by falling from a great height or drowning for example - you will be placed back at the last re-spawn point that you activated.
Warning: If your character is killed in a battle, the re-spawn function will not come into effect. Should you be killed in battle, then you must resort to your last saved game record.

64. The Crystals of Eternity

In TechnoMage, one of your aims will be to lift the veil of the past that hangs over Gothos. You will be helped in this task by some ancient crystals; artefacts from a time long past. They are scattered throughout Gothos, and you absolutely must find them in order to save your home world...

65. General playing tips

When dealing with the objects in the game that you can investigate, open or alter in some way, it is advisable to take account of **the camera rotation** (L2 button and R2 button)
This tip also applies when you wish to speak to someone.

Consult the quest log when you are not quite sure what tasks you still have to carry out.

Speak to every person you meet. Always investigate your surroundings carefully and look out for hidden passageways.

The „Strength" attribute affects the amount of damage caused by Melvin's weapons. The higher the Strength level, the greater the harm inflicted.

The „Intelligence" attribute influences Melvin's Mana supply and the effectiveness of his magic spells. The higher his intelligence level is, the larger his Mana supply and the greater the power of his magic spells.

The „Constitution" attribute is related to Melvin's Life points. The higher his Constitution value, the more Life points you have.

The „Mystic Ability" attribute allows you to activate other capabilities of Melvin's during the game. The higher your Mystic Ability score, the more effective these capabilities become.

The **opponents** in Gothos **have individual characteristics** and some are more vulnerable to certain weapons and spells than others.

When fighting, always turn towards your opponents and face them. Melvin's weapons have a limited action range.

Magic spells are always applied to the opponent nearest to you within Melvin's field of vision.

Melvin is very quick and agile. During a fight, you can try jumping over smaller opponents to escape their attack.

The bomb is a very useful and versatile item. Try it out in a variety of places.

During his journey through Gothos, Melvin receives various objects for his defence. Use them thoughtfully to escape harm.

You should really only collect the healing Mana and combined crystals if you need them at that precise point in the game.

Use the radar (provided it is available to you), if you cannot find objects.

Melvin's powers **regenerate automatically** with the passage of time.

SAVE EARLY, SAVE OFTEN.

66. Credits

Managing Director	Jürgen Reußwig, Marcella Link
Project Manager	Stephan Winter
Consultant Project Management	Sascha Ramali
Lead Programmer	Michael Kleps
Programmer	Eike Radunz, Mario Dörr
Additional programming	Daniel Hohl, Michael Lehmann, Jan Lenski
Graphics	Bleick Bleicken, András Kavalecz, Michael Kohlbach Torsten Schneyer
Cinematics	Spellcraft Studios, Vadim Pietrzynski, Markus Baader
Level Design	Michael Backhaus, Matthias Stiffel, Jan Lenski
Music & Sound	Alexander Röder
Story & Gamedesign	All team members
Dialogues	Bianca König, Matthias Stiffel
Additional Design & Balancing	Knut Arnold, Thomas Emich, Alexander Frey, Thorbjörn Gill
Manual	Helge Dörr, Uwe Mathon
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Marketing	Susanne Schäfer, Renate Grof, Wolfgang Duhr, Sonja Radke Anja Melzer and the Infogrames Marketing Team
Localisation	Bianca König, Uwe Mathon

Particular thanks go to all SUNFLOWERS staff and to all our external suppliers, whose cooperative efforts made the completion of this project possible.

Greets & Comments:

Michael „Grummelchen“ Backhaus: Greetings to Madonna!

Jochen „SamueL“ Bauer: Thank you to my family for their patience: Martina, Julian and Felix.

Bleick „McFly“ Bleicken: Greetings to: Daniel "Sergant" Bleicken, Toddy "Brööötchen" Gill and SchneckBertaTarek, "Katzeklo" Hasselhuhn, Tilman "Rotfront" Müller, Verena and Tobias"Gnubbelsche" Bonnke, Fried, Andi "Valo" Litwin and Torsten "Dornenvampir" Schneyer.

Helge „Toxic Shaman“ Dörr: Greetings to my family, Maike "Sternchen" Blustein (We'll do it!), Alexander Turnsek and Iggy (always there). Thanks also to Carlsen Comics and Comicon.

Mario „Boiler“ Dörr: Yvonne Porzig, Nalucca von Hellenberg, Dirk "DDT" Turowski, Xyphur, Jochen Patzke. All my friends and my whole family.

Daniel „Oehli McFish“ Hohl: Greets and special thanks to my family and friends!

Marc „Das Ideal“ Huppke: Greetings to my family and to me!

András „Carnera“ Kavalecz: Love to my girlfriend Janine, my parents and relations, my old and not so old friends (Peter Schmidt, Daniel Böhm, Ronald Wendt, Peter Buchta, Georg & Thomas Szirtesi, Thomas Kreklow, Cenay Ökmen..and Taron (Timur and Oli Baysahl)..and to all I have forgotten.

Christoph „Klempix“ Klempau: Thanks to the other Bärchie for your patience, to my family, my friends (thanks for the honey, bee), the inventor of the Caipi and of Prosecco Pear Juice, BR3 Space Night and Dr.Ing.h.c.F. Porsche (some day I'll get one).

Michael „Schlaf Gut“ Kleps: Greets Luggage, Bender, Kenny and Nora.

Michael „MK“ Kohlbach: greetz 2: all my friends, my family, dog, cat, rabbit, turtles, space night team, the reload label, type-0, picasso, michelangelo, and kisses 2 all the kewl girls i know and love and so :) cya on tour.

Bianca „Zenia“ König: Thanks to my parents and the few friends who are still speaking to me, to Bill Thomas for the English corrections, Renie, Haggi, Comicon and above all the SL-Tiger.

Michael „Avatar“ Lehmann: cout << „Greetz fly to Bunny, family, Thora, Unblack, Vektro, W13, Cartman's Mum :-) and Bender“ << endl;

Jan „Nybakk" Lenski: For Maren.

Uwe „Uew" Mathon: Milují té z celého srdce, tvoje pampeliška.

Eike „How Go?" Radunz: Greets to Pascal Radunz.

Sascha „Rot 5" Ramali: Greetings to Pascal and Etienne.

Alexander „Fisch" Röder: Respect to Jesus...

Dirk „Doodsky" Sachse: Greetings to Tanja, Korn, Katana and Dr. Evil.

Matthias „Pieracket" Stiffel: Fame and fortune to my friends!

Stephan Winter: Greets Geli/Heiko/Peppie...thanks for everything.

Infogrames Europe

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